

COMBAT

ATARI® GAME PROGRAM™ INSTRUCTIONS



COMPLETE
GAME PLAY
INSTRUCTIONS

27 GAME
VARIATIONS

ONE AND TWO-
PLAYER GAMES

NOTE: Always turn the console power switch off when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

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1. USING THE CONTROLLERS



Use your Joystick Controllers with this ATARI Game Program™ cartridge. Be sure the Joystick Controller cables are firmly plugged into the **CONTROLLER** jacks at the back of your ATARI Video Computer System™ game. For one-player games, use the Joystick Controller plugged into the **LEFT CONTROLLER** jack. Hold the Joystick with the red button to your upper left, toward the television screen.

See Section 3 of your owner's manual for further details.



Figure 1

For all TANK® games, move your Joystick as shown in Figure 1. To move forward, push the Joystick forward. To turn right, push the Joystick to the right. To turn left, push the Joystick to the left. The back positions have no effect on your tank.



Figure 2

To control your BIPLANE for those games, see Figure 2. Control the speed by moving your Joystick from the left (slowest) to the right (fastest). To dive, move the Joystick forward. To climb, move it back.

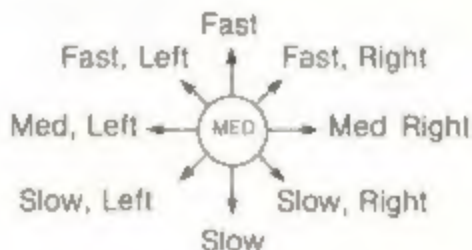


Figure 3

In JET-FIGHTER™ games, the speed of your Jet is controlled by moving your Joystick from the forward position (fastest) to the back position (slowest), see Figure 3. Right and left turns are controlled by moving your Joystick from left to right.

As a rule of thumb, game action for TANK and JET-FIGHTER games is viewed from the top. Biplane game action is viewed from the side. All games end after 2 minutes, 16 seconds.

MISSILE ACTION

Fire your missile by pushing the red button on your Joystick Controller.

In those games where the missile action is described as "Straight," the missile travels in a straight line (Figure 4). "Machine Gun" missiles are rapid-fire "Straight Missiles."

In "Guided Missiles" games, the missile can be turned to follow your opponent by moving the Joystick right or left after firing (Figure 5).

For TANK-PONG® games only, the missile will bounce off the walls and barriers as shown in Figure 6.



Figure 4
Straight Missiles

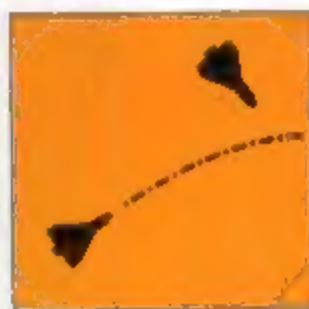


Figure 5
Guided Missiles

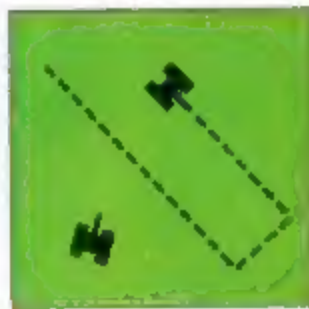


Figure 6
Billiard Hit

2. CONSOLE CONTROLS

GAME SELECT AND GAME RESET

To choose the game you wish to play, press **game select**. The number for each game is displayed at the upper left corner of the screen.

To start a game, press **game reset**.

DIFFICULTY SWITCHES

The normal position for your difficulty switch is **B**. When your switch is in the **A** position, all missiles have shorter ranges, and jets and biplanes fly slower.

TV TYPE SWITCH

Set this switch to **color** if you have a color television set. Set it to **b-w** if you are playing the game in black and white.

3. GAME VARIATIONS

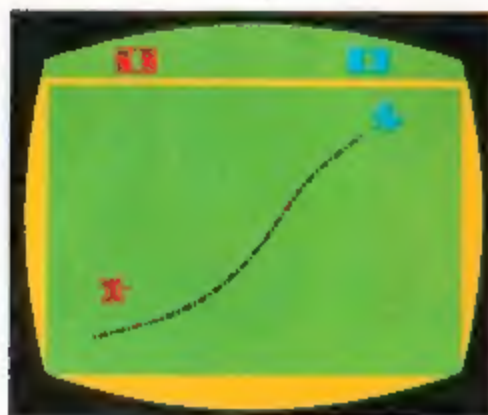


Figure 7
TANK® Open Playfield



Figure 8
TANK® Easy Maze Playfield



Figure 9
TANK® Complex Maze Playfield

TANK® GAMES

The object of TANK® is to hit your opponent as many times as you can before the game ends. You score one point for each hit.

GAME NUMBERS

1. Open Field (Figure 7)	Guided Missiles (Figure 5)
2. Easy Maze (Figure 8)	Guided Missiles (Figure 5)
3. Easy Maze (Figure 8)	Straight Missiles (Figure 4)
4. Complex Maze (Figure 9)	Guided Missiles (Figure 5)
5. Complex Maze (Figure 9)	Straight Missiles (Figure 4)

TANK-PONG® GAMES

In "Direct Hit" TANK-PONG® games, you can score points with either direct hits or "billiard" hits. Billiard hits are ricocheted or rebounded off walls or barriers before they hit the target. In "Billiard Hit" games, no direct hits are allowed. Your missile must rebound at least once before hitting the target. If you hit your own tank with your missile, you will not be penalized.

GAME NUMBERS

6.	Easy Maze (Figure 8)	Direct Hit or Billiard (Figure 6)
7.	Complex Maze (Figure 9)	Direct Hit or Billiard (Figure 6)
8.	Open Field (Figure 7)	Billiard Hit (Figure 6)
9.	Easy Maze (Figure 8)	Billiard Hit (Figure 6)

INVISIBLE TANK® GAMES

You and your opponent are invisible to each other, except when a missile is fired or when a hit is made. In addition, the tanks become visible whenever they bump into a wall or barrier.

GAME NUMBERS

10.	Open Field (Figure 7)	Guided Missiles (Figure 5)
11.	Easy Maze (Figure 8)	Guided Missiles (Figure 5)

INVISIBLE TANK-PONG® GAMES

These games combine the invisible play feature with the missile action of TANK-PONG®.

GAME NUMBERS

12.	Easy Maze (Figure 8)	Direct Hit or Billiard (Figure 6)
13.	Open Field (Figure 7)	Billiard Hit (Figure 6)
14.	Easy Maze (Figure 8)	Billiard Hit (Figure 6)



Figure 10
Open Sky



Figure 11
Clouds

The BIPLANE and JET-FIGHTER games play on the two playfields shown above. In Figure 11,

the cloud formations can be used to "hide" from your opponent. However, a hit can be scored when hiding in a cloud.

BIPLANE GAMES

Become the "Scourge of the Skies!" Defeat the Red Baron once and for all.

GAME NUMBERS

15.	Clouds (Figure 11)	Guided Missiles (Figure 5)
16.	Clouds (Figure 11)	Straight Missiles (Figure 4)
17.	Clouds (Figure 11)	Machine Guns (Figure 4)
18.	Open Skies (Figure 10)	Machine Guns (Figure 4)

Need help? Play 2 versus 2 (two biplanes against two other biplanes) or 1 versus 3 (one bomber against three biplanes). Your biplanes always fly in formation and shoot simultaneously when you press the fire button.

GAME NUMBERS

19.	2 vs. 2 Open Skies (Figure 10)	Guided Missiles (Figure 5)
20.	1 vs. 3 Open Skies (Figure 10)	Straight Missiles (Figure 4)

JET-FIGHTER™ GAMES

Just how good a Jet Jockey are you? Here's a chance to find out.

GAME NUMBERS

21.	Clouds (Figure 11)	Guided Missiles (Figure 5)
22.	Clouds (Figure 11)	Straight Missiles (Figure 4)
23.	Open Skies (Figure 10)	Guided Missiles (Figure 5)
24.	Open Skies (Figure 10)	Straight Missiles (Figure 4)

If you are super-good, here are some variations to try. The jets fly in formation and shoot at the same time when you push the firing button.

GAME NUMBERS

25.	2 vs. 2 Clouds (Figure 11)	Guided Missiles (Figure 5)
26.	1 vs. 3 Open Skies (Figure 10)	Guided Missiles (Figure 5)
27.	2 vs. 2 Open Skies (Figure 10)	Straight Missiles (Figure 4)

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Sunnyvale, CA 94086

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Atari, Inc.
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